

**PENGEMBANGAN KOMIK DIGITAL BERBASIS KONTEKSTUAL
MATERI BERHATI-HATI DI MANA SAJA MUATAN BAHASA
INDONESIA KELAS II SD NOMOR 2 WERDI BHUWANA**

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ABSTRAK

Penelitian ini bertujuan (1) mendeskripsikan rancang bangun komik digital berbasis kontekstual materi berhati-hati di mana saja muatan Bahasa Indonesia kelas II SD Nomor 2 Werdi Bhuwana, (2) mengetahui kelayakan komik digital berbasis kontekstual materi berhati-hati di mana saja muatan Bahasa Indonesia kelas II SD Nomor 2 Werdi Bhuwana ditinjau dari uji ahli rancang bangun, uji ahli isi, uji ahli desain, uji ahli media, uji perorangan, dan uji kelompok kecil kelas II di SD Nomor 2 Werdi Bhuwana, (3) mengetahui efektivitas komik digital berbasis kontekstual materi berhati-hati di mana saja muatan Bahasa Indonesia kelas II SD Nomor 2 Werdi Bhuwana. Penelitian pengembangan ini menggunakan model ADDIE (*Analyze, Design, Development, Implementation, Evaluation*). Metode pengumpulan data yang digunakan yaitu melalui metode tes dan kuesioner. Teknik analisis data yang digunakan adalah analisis deskriptif kuantitatif dan analisis statistik inferensial. Hasil penelitian pengembangan ini menunjukkan bahwa: (1) hasil uji rancang bangun komik digital memperoleh skor sebesar 90% dengan kualifikasi sangat baik, (2) komik digital dinyatakan layak berdasarkan penilaian uji ahli isi mata pelajaran memperoleh skor sebesar 90% dengan kualifikasi sangat baik, uji ahli desain instruksional memperoleh skor sebesar 90% dengan kualifikasi sangat baik, uji ahli media pembelajaran memperoleh skor sebesar 90% dengan kualifikasi sangat baik, uji coba perorangan memperoleh skor sebesar 90,83% dengan kualifikasi sangat baik, dan uji coba kelompok kecil memperoleh skor sebesar 90,83% dengan kualifikasi sangat baik, (3) hasil uji efektivitas produk memperoleh $t_{hitung} = 9,910$ kemudian dibandingkan dengan t_{tabel} pada taraf signifikansi 5% dengan $dk = (n - 1) = (27 - 1) = 26$ diperoleh t_{tabel} sebesar 1,706 hal ini menunjukkan bahwa $t_{hitung} > t_{tabel}$ sehingga H_0 ditolak dan H_1 diterima, yang berarti bahwa terdapat perbedaan hasil belajar yang signifikan sebelum dan sesudah menggunakan komik digital berbasis kontekstual. Dengan demikian dapat disimpulkan bahwa produk komik digital berbasis kontekstual layak dan efektif diterapkan dalam pembelajaran pada materi berhati-hati di mana saja muatan Bahasa Indonesia Kelas II SD Nomor 2 Werdi Bhuwana.

Kata Kunci: ADDIE, Komik Digital, Kontekstual, Bahasa Indonesia

DEVELOPMENT OF CONTEXTUALLY BASED DIGITAL COMIC

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ABSTRACT

This research aims to (1) describe the design of digital comics based on contextual content, be careful anywhere with Indonesian language content for class II SD Number 2 Werdi Bhuwana, (2) determine the feasibility of digital comics based on contextual material, be careful anywhere with Indonesian content. class II at SD Number 2 Werdi Bhuwana in terms of the design expert test, content expert test, design expert test, media expert test, individual test, and class II small group test at SD Number 2 Werdi Bhuwana, (3) determine the effectiveness of digital comics based contextual material, be careful wherever the Indonesian language content is for class II SD Number 2 Werdi Bhuwana. This development research uses the ADDIE (Analyze, Design, Development, Implementation, Evaluation) model. The data collection method used is through tests and questionnaires. The data analysis techniques used are quantitative descriptive analysis and inferential statistical analysis. The results of this development research show that: (1) the results of the digital comic design test obtained a score of 90% with very good qualifications, (2) the digital comic was declared feasible based on the subject content expert's test assessment and obtained a score of 90% with very good qualifications, the instructional design expert test got a score of 90% with very good qualifications, the learning media expert test got a score of 90% with very good qualifications, the individual test got a score of 90.83% with very good qualifications, and the small group test got a score amounting to 90.83% with very good qualifications, (3) the product effectiveness test results obtained $t_{count} = 9.910$ then compared with t_{table} at a significance level of 5% with $dk = (n - 1) = (27 - 1) = 26$ obtained t_{table} of 1.706 This shows that $t_{count} > t_{table}$ so that H_0 is rejected and H_1 is accepted, which means that there is a significant difference in learning outcomes before and after using contextual-based digital comics. Thus, it can be concluded that contextually based digital comic products are feasible and effective to apply in learning material, be careful wherever the contents of Indonesian Language Class II SD Number 2 Werdi Bhuwana are.

Keywords: *ADDIE, Digital Comics, Contextual, Indonesian*